

Pathway of Cursed Problems

Ⓧ - Designer

Clausing Player Expectations

Unfair Player Balancing

Quarter backing

Conflicting Player Promises

Skill Inflation

Commodification of Rewards

Hospital

What are cursed problems?

□ vs. □ - conflict w/ player promises

fixing one hurts other

⚠️ No correct solution

Strategy 1: Guarantee it

Strategy 3: Relax Expectations

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Ⓧ (turned off)

Strategy 2: Remove

Strategy 4: Obsolete

Disruption of real life responsibilities

Design to respect player promises, don't try to solve for the impossible!